

? Spelljammer — Character & NPC Roster + Current Gear (through Session 11)

How to use this page

This page compiles appearances by session (S1-S11) and each player's current notable gear. Unclear or unassigned items are listed under *Party Inventory (Unassigned / To Confirm)*. Update holders there as you settle assignments.

? Party Roster

Character	Player	Class / Notes	Sessions Present	Current Notable Gear
Garrick "Rigg" Dalhart	Ben / Elemunk	Human Rogue (Swashbuckler); signature oversized wrench	S1-S11	<ul style="list-style-type: none"> • Oversized wrench (signature) • "Bag o' Nutz" sling (used to great effect in S8) • Thieves' tools • (Owes/owed gold with Dino noted earlier in campaign)
Laydrick Gefinhal	Jared / Galindis	Dwarf Cleric (Life Domain)	S1-S11	<ul style="list-style-type: none"> • Full Plate (purchased S3) • Holy symbol • (Healing potion(s) - see Party Inventory; not all allocations recorded)
High Jinks	Kate / Keitachan	Tabaxi Warlock (Great Old One); lantern-at-hip vibe	S1-S11	<ul style="list-style-type: none"> • Ring of Animal Speech (S4, elven ruins) • Boots of Elvenkind (purchased S3) • Lantern (flavor)
Dynoth "Dino Roar" Rokos	Robb / Baconbuff	Githyanki Artificer (Battle Smith) / Fighter; travels with Steel Defender	S1-S11	<ul style="list-style-type: none"> • Steel Defender (construct companion) • Longsword (standard) • Jeweler's / crafting tools (seen in play) • <i>Potion of Enlarge/Reduce</i> (identified S5; holder TBD) • (Owes Rigg 122g noted earlier)

Character	Player	Class / Notes	Sessions Present	Current Notable Gear
Valen Pyre	Justin / Slitzer	Human Wizard (Evoker); crimson coat & wide-brim hat; "Ember Sleuth"	S1-S2, S4-S11 (absent S3)	<ul style="list-style-type: none"> • Hat of Wizardry (purchased S3) • Wand of Translocation (S2, from Mind Flayer portal scene) • Wizard's Hat of Illusion (Illithid Disguise) - tower find; makes the wearer resemble a Mind Flayer (S11) • Wand of Frost / Wand of Winter - recovered encased with a frozen wizard on the water-world (S11 clarifications) • Spellbook & arcane kit (standard)

????? Notable NPCs & Factions

NPC / Group	Role / Notes	Sessions Appeared
Sir Gwen	Knight seeking help (beholder lead)	S1
Sunbrim Hills Miners	Escort-job patrons who later returned to Waterdeep	S1, S3 (paid 20g; escort abandoned)
Elf Guard (Lord's Alliance)	Hired the party to investigate caravan; issued reward	S1-S2
The Green Witch (Ancient Green Dragon)	Warned party; confirmed villagers taken into Underdark	S3-S4
DeSeth	Drow of Eilistraee; ally/guide into Underdark	S5 → (travels with party thereafter)
Priestess of Eilistraee	Blessing, intel on Mind Flayer prison/portal	S5
Mono (Modron)	Extraplanar stowaway from a Spelljammer; party ally	S5 →
Ghost of Captain Lackspur	Explained helm mechanics; "price to jump"	S8
Rassalantar Townsfolk	Captured; many perished; ~25 rescued in the prison raid	S3-S6
Friendly Merchant(s)	Sold party gear (S3), later a Driftglobe (S9)	S3, S9
Quaggoths, Drow, Spiders, Mind Flayers	Primary Underdark adversaries / encounters	S2, S4-S8
"Falcon" (derelict ship)	Loot site; black pudding fight; "arcane tools" acquired	S8
T-Rex (portal jungle)	Brief chaos encounter; party secured loot & moved on	S9

NPC / Group	Role / Notes	Sessions Appeared
Red Slaadi (x3)	Encounter upon stepping into the Realm of Chaos	S11

? Party Inventory (Unassigned / To Confirm)

These items exist in the log but the current holder wasn't explicitly recorded. Adjust as needed.

Item	First Noted	Status / Notes
Moon-Touched Longsword	S3	Found in woods; explicitly unclaimed at the time.
2 × Greater Healing Potion	S4	From elven ruins; distribution not captured.
Potion of Enlarge/Reduce	S4→S5	Identified by Dino in S5; current carrier not recorded.
Driftglobe	S9	Purchased from portal-jungle vendor; holder not captured.
Cloak (unidentified)	S9	Recovered in portal-jungle; properties/attunement TBD.
Coin (mysterious)	S9	Recovered in portal-jungle; effect TBD.
Green Door Vault haul	S11	Loot recovered behind the green sigil door (riddle solved by Dino). Insert final list here from your attachment.
Arcane tools / ship salvage	S8	"Falcon" derelict: tools acquired post black-pudding fight; details not itemized in summaries.
Far Realm shard	S11	<i>Consumed</i> as helm fuel; not in inventory anymore.

?? Session-by-Session Presence (PCs)

Session	Rigg	Laydrick	High Jinx	Dino	Valen	Highlights that affect gear
S1	✓	✓	✓	✓	✓ (quiet mic)	Job hooks chosen (caravan); no gear changes logged.
S2	✓	✓	✓	✓	✓	Wand of Translocation to Valen.
S3	✓	✓	✓	✓	<i>Absent</i>	Purchases: Full Plate (Laydrick), Boots of Elvenkind (High Jinx), Hat of Wizardry (Valen). Found: Moon-Touched Longsword (unclaimed).

Sessi on	Rigg	Laydri ck	High Jinx	Dino	Valen	Highlights that affect gear
S4	✓	✓	✓	✓	✓	Elven ruins loot: Ring of Animal Speech (High Jinks), 2× Greater Healing , unknown potion → later ID'd Enlarge.
S5	✓	✓	✓	✓	✓	Potion identified: Enlarge/Reduce (holder TBD). Ally Mono joins.
S6	✓	✓	✓	✓	✓	Villager rescue; no specific gear changes captured.
S7	✓	✓	✓	✓	✓	Nautiloid journal/engine lore noted; gearing impact TBD.
S8	✓	✓	✓	✓	✓	"Falcon" salvage (arcane tools). Bag o' Nutz sling seen with Rigg.
S9	<i>Absent</i>	✓	✓	✓	✓	Purchased Driftglobe ; found Cloak & Coin (both unidentified).
S10	✓	✓	✓	✓	✓	Tower "three doors" puzzle; mimic slain; stairs found.
S11	✓	✓	✓	✓	✓	Valen attains tower claim & Illithid-disguise Hat ; Wand of Frost/Winter from ice-block wizard; green sigil vault opened (loot listed above).

? Notes & Known Gaps

- **Green Door Vault (S11):** Please paste the final loot list; I flagged a placeholder above.
- **Driftglobe (S9):** Not sure who ended up carrying it—add holder when known.
- **Healing Potions / Enlarge potion:** If you've already allocated these in play, update the "Party Inventory" table accordingly.
- **Wand naming:** You referred to the water-world wand as "Wand of Frost." 5e's closest published item is *Wand of Winter*. Keep your custom name if preferred.

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